

Modeling the 2010 Ford F250

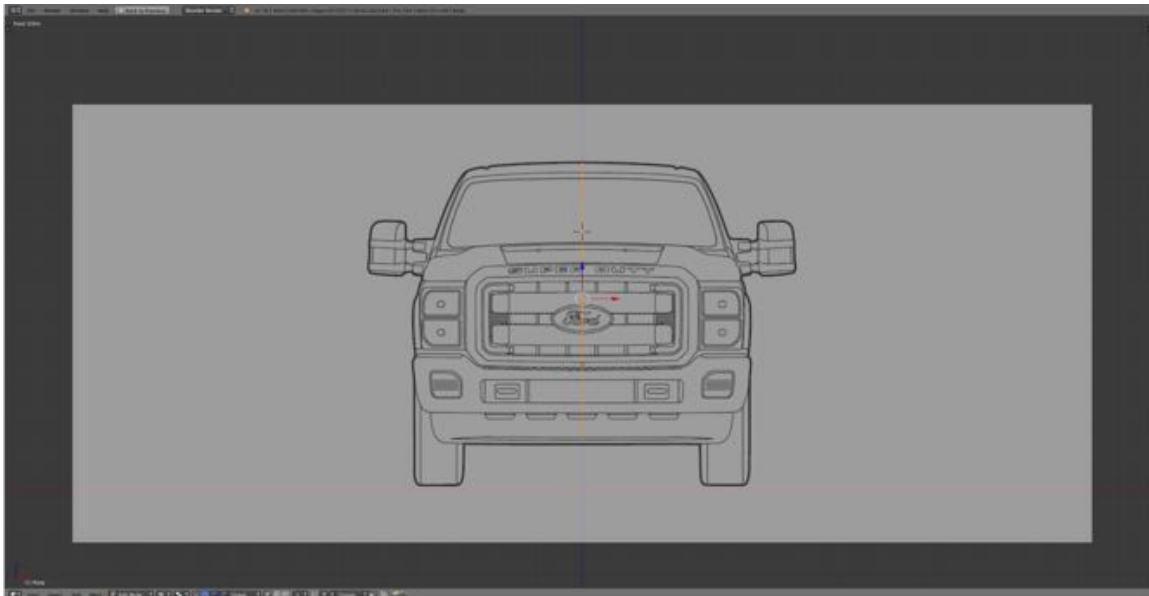
Step 04

Modeling – Contour Sides

First Pass

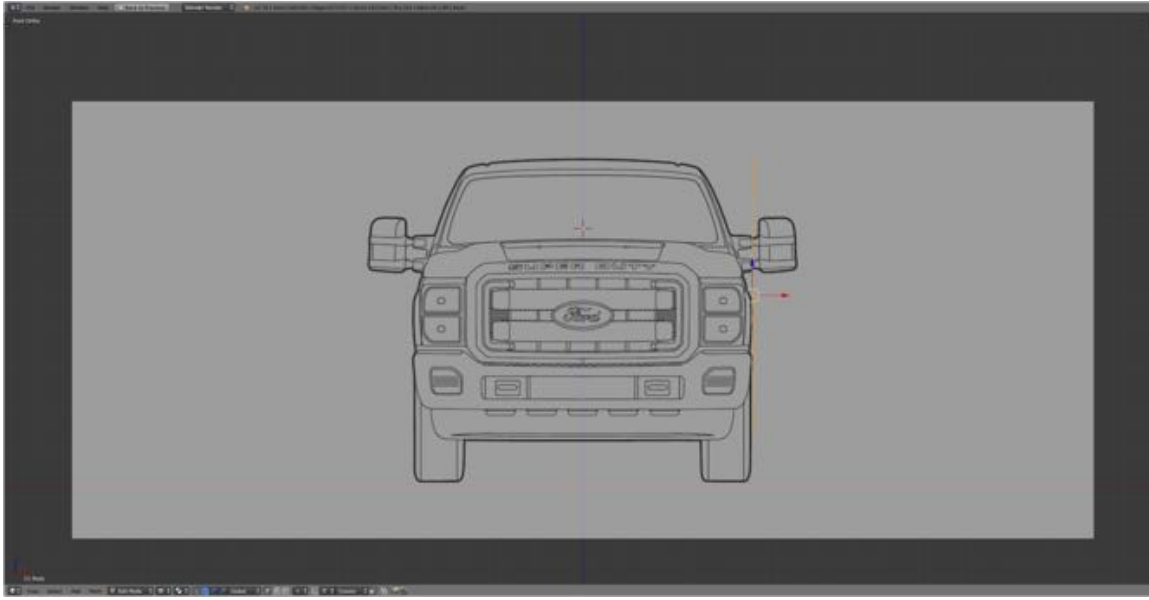
Now we are going to contour the side of our model. This first pass will roughly define the shape.

- **Switch to Front (NUMPAD-1-KEY) Ortho (NUMPAD-5-KEY if you are not still in ortho view) View.**
- **Select all the vertices (A-KEY), which are in the center of the view.**



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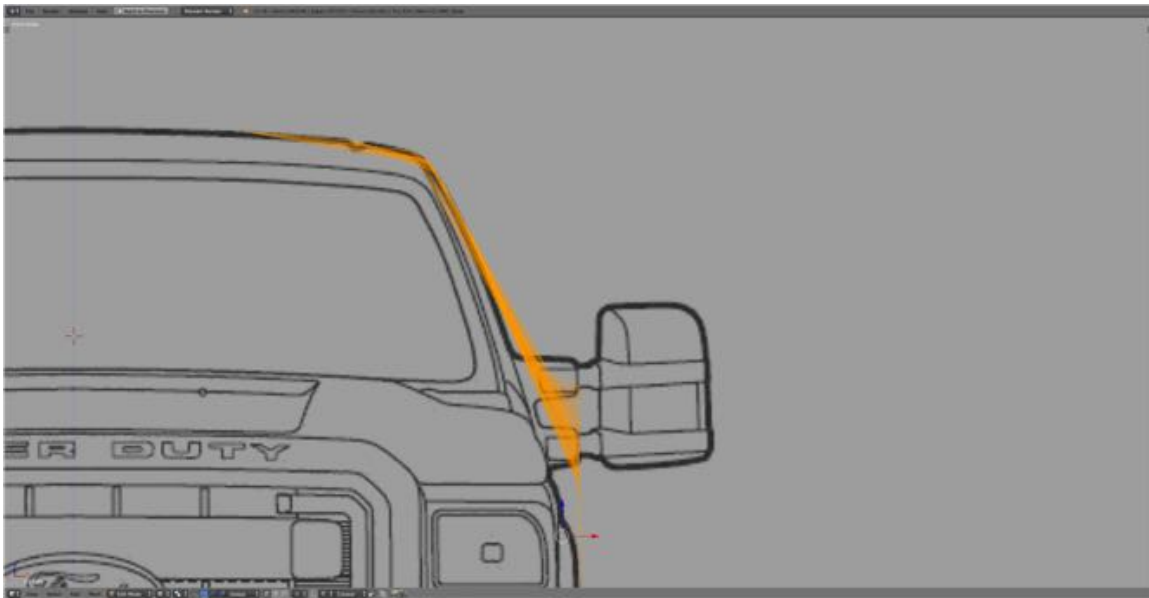
- **Drag (using the Transformation Manipulator Widget) to the right until they line up with the fender.**



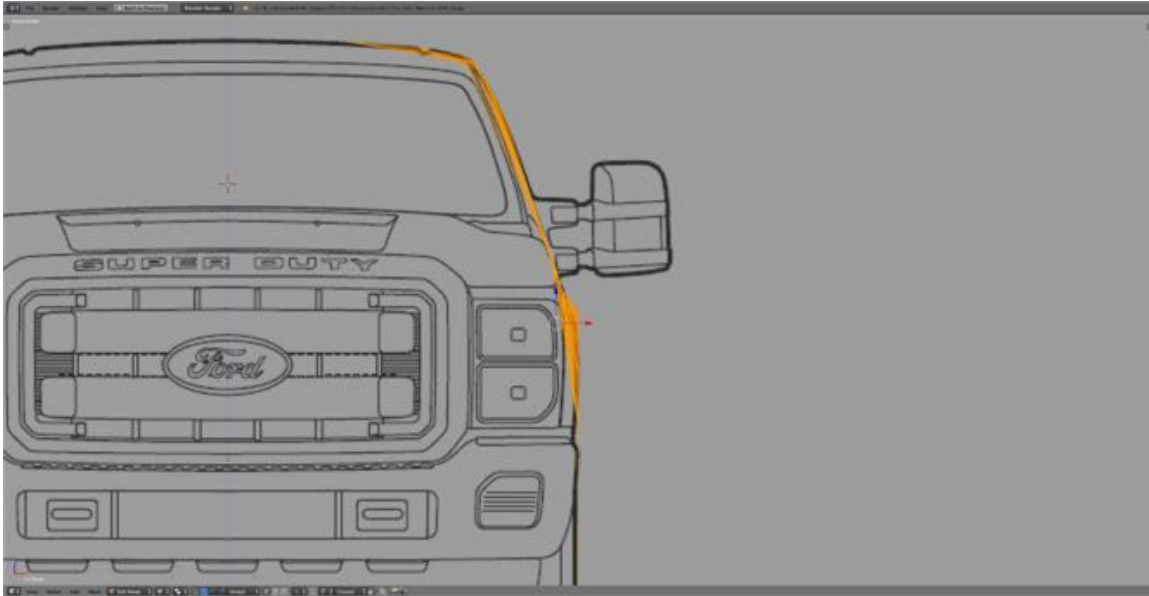
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- Now, beginning at the top, **select the individual vertices** and **drag** them to the **left** to line up with the profile. Continue until you reach the fender beside the headlight.

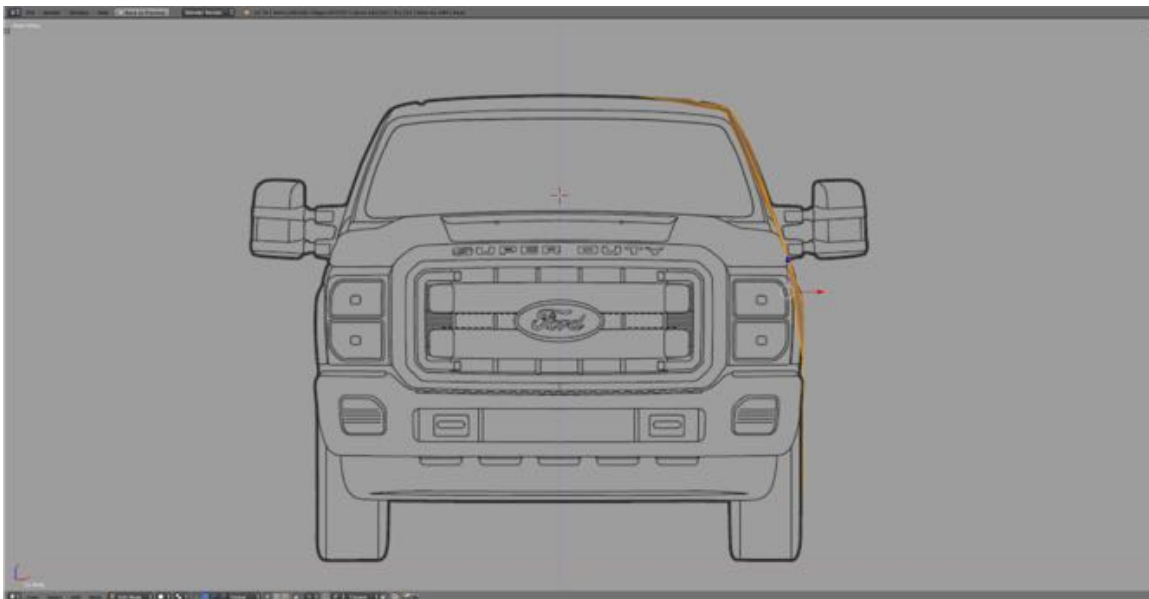
Note: Dragging vertices is greatly facilitated by using the Transformation Manipulator Widget Tool (see website). If vertices are close to each other, or on top of each other, you can use the Circle Selection Tool (see website) to select them.



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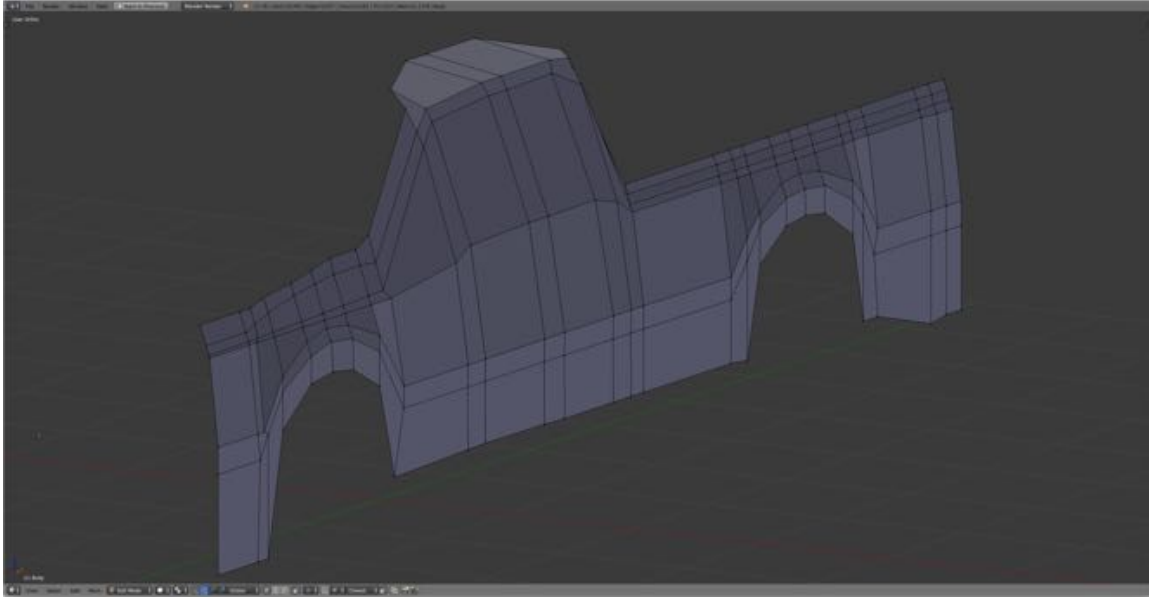


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- **Switch to Solid View Mode** and **rotate** the model to see the result.



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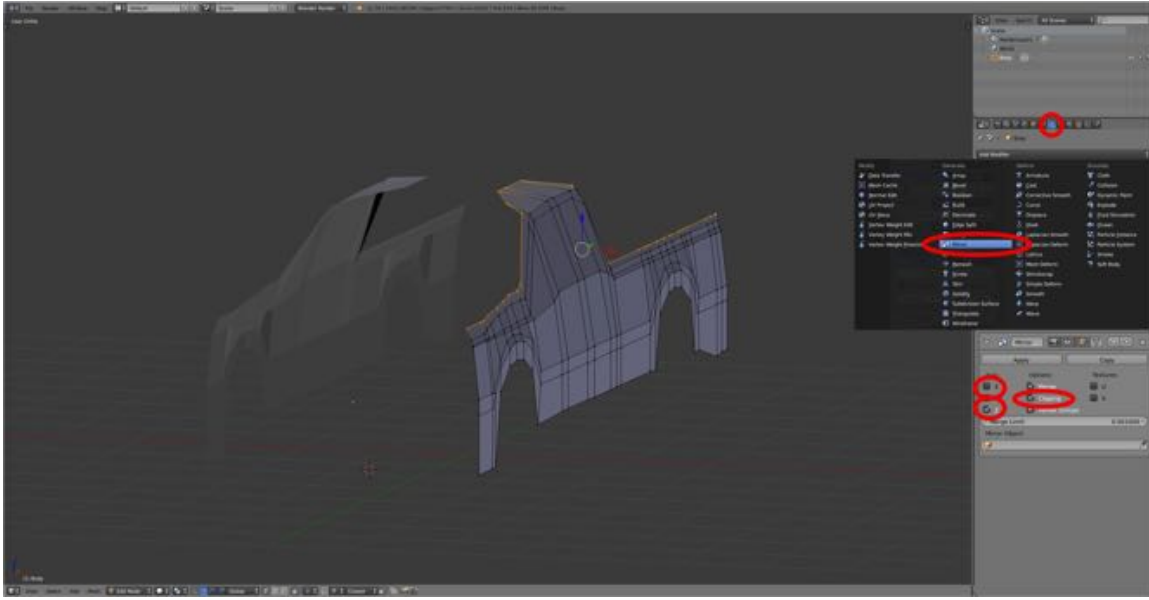
Save your work.

- Press **SHIFT + CMD + S-KEY** and **NUMPAD-PLUS-KEY** to **incrementally increase** your file name **“FordF250_03.blend”**.
- **Save** the file to a folder named **“2010 Ford F250 Blender Files”**.
- Right after you have saved your Blender file, under the **Information Editor’s Window Menu**, select **Save Screenshot**.

Add Mirror

For the other side of the truck we are going to add a Mirror Modifier.

- **Switch** to **Front View (NUMPAD-1-KEY)** and notice that the **origin** of our model (the little orange dot) on the center line (**X = 0**). This is important as we are going to mirror around this point.
- **Switch** to **Object Mode** and in the **Properties Editor LMB** select the **Modifier Icon** in the header (the little wrench).
- LMB click **Add Modifier** and select **Mirror**.
- Under **Axes**, **deselect X** and **select Z**.
- Under **Options** select **Clipping**.

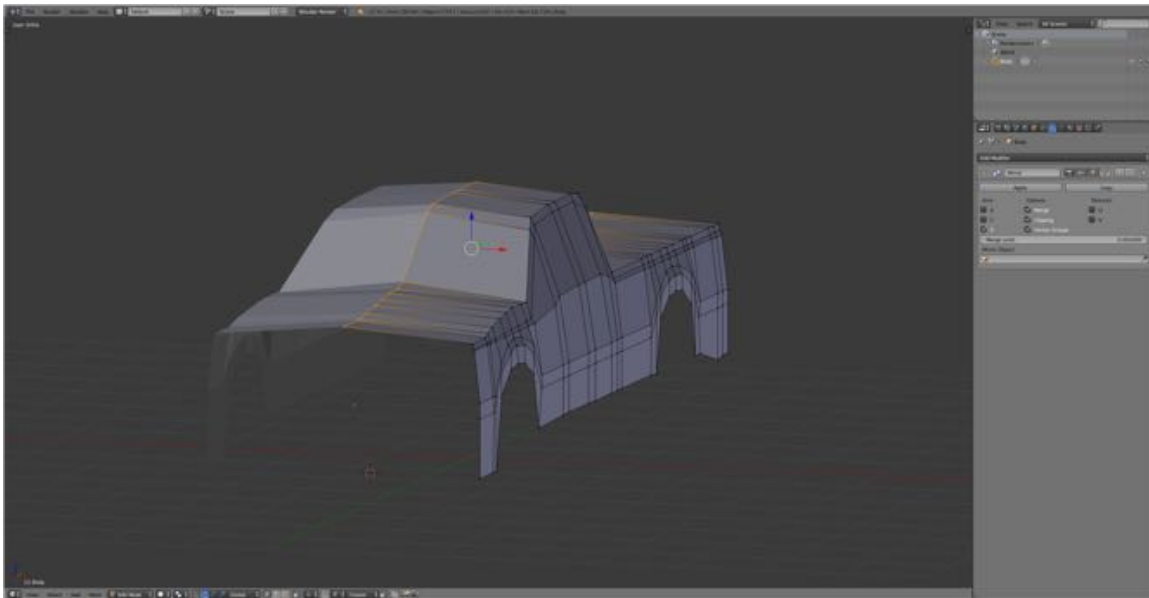


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- **Switch to Edit Mode.**
- **Individually select the top row of vertices on the right-hand side and drag them left to the center of the X-axis.**

Notice that they cannot be dragged to the left of $X = 0$, i.e., overlap the mirrored left vertices that move in the opposite direction. This is the effect of turning Clipping on.

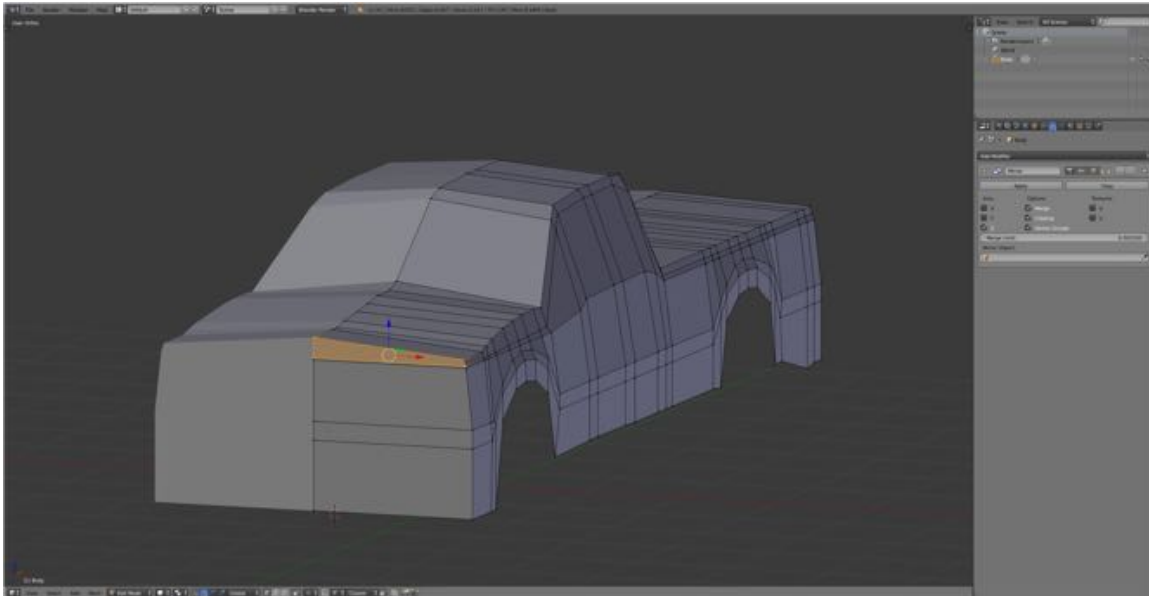
Our model is beginning to take shape.



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- **Select the front row of vertices and extrude to the left along the X-axis (E-KEY > X-KEY > Drag).**

- **Select the vertices and fill in (F-KEY) the face between the front and top.**



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- **Select the back row of vertices and extrude to the left along the X-axis (E-KEY > X-KEY > Drag).**
- **Select the vertices and fill in (F-KEY) the face between the back and top.**

Save your work.

- **Press SHIFT + CMD + S-KEY and NUMPAD-PLUS-KEY to incrementally increase your file name “FordF250_04.blend”.**
- **Save the file to a folder named “2010 Ford F250 Blender Files”.**
- **Right after you have saved your Blender file, under the Information Editor’s Window Menu, select Save Screenshot.**